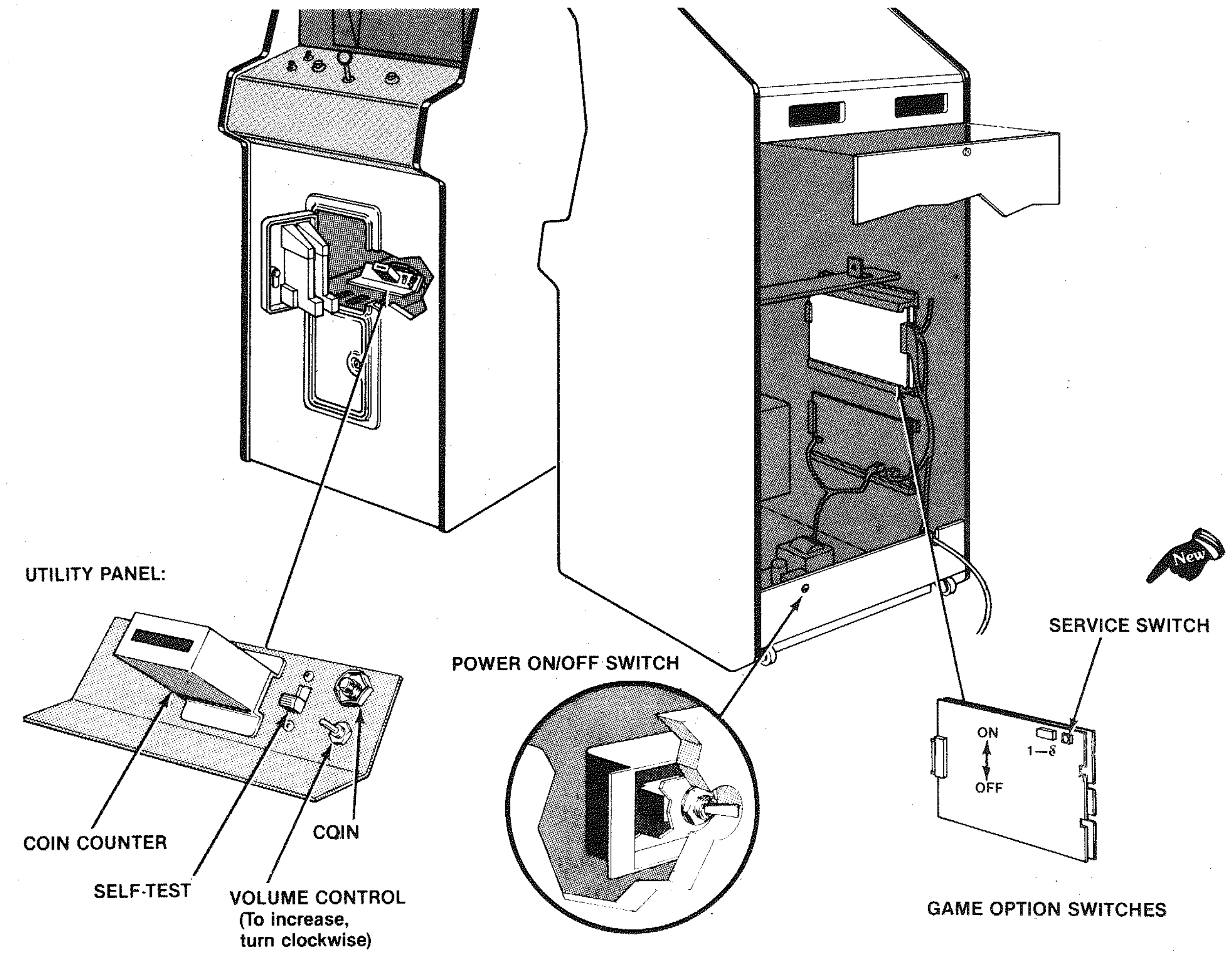
Kangaroo

Important Note to Operators:

If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)

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2nd printing

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Option Switch Settings

The table below contains the switch settings for options relating to number of Kangaroo lives, game difficulty, bonus and price options. The switches are on the CPU PCB to the right of IC42 and are accessible when the PCB is mounted in place.

The coin mechanism(s) is a device on the inside of the coin door that inspects the coin to determine if the correct coin has been inserted. After this inspection, the mechanism either accepts the coin or rejects it.

Settings of 8-Toggle Switch on Kangaroo CPU PCB

1	2	3	4	5	6	7	8	Option	
Off								3 Kangaroo Lives ◄	
On								5 Kangaroo Lives	
	Off							Easy game difficulty ◄	
	On							Hard game difficulty	
		Off	Off					No Bonus Kangaroos	
		On	Off					Bonus Kangaroo at 10,000 points ◄	
		Off	On					Bonus Kangaroo at 10,000, 30,000 and every 30,000 thereafter	
		On	On					Bonus Kangaroo at 20,000, 40,000 and every 40,000 thereafter	
								Left Coin Mechanism	**Right Coin Mechanism**
								Games with one coin counter	Games with two coin counters
				Off	Off	Off	Off	1 coin for 1 credit	1 coin for 1 credit ◄
				On	Off	Off	Off	2 coins for 1 credit	2 coins for 1 credit
				Off	On	Off	Off	2 coins for 1 credit	1 coin for 3 credits
				On	On	Off	Off	1 coin for 1 credit	1 coin for 2 credits
				Off	Off	On	Off	1 coin for 1 credit	1 coin for 3 credits
				On	Off	On	Off	1 coin for 1 credit	1 coin for 4 credits
				Off	On	On	Off	1 coin for 1 credit	1 coin for 5 credits
				On	On	On	Off	1 coin for 1 credit	1 coin for 6 credits
				Off	Off	Off	On	1 coin for 2 credits	1 coin for 2 credits
				On	Off	Off	On	1 coin for 2 credits	1 coin for 4 credits
				Off	On	Off	On	1 coin for 2 credits	1 coin for 5 credits
				On	On	Off	On	1 coin for 2 credits	1 coin for 10 credits
				Off	Off	On	On	1 coin for 2 credits	1 coin for 11 credits
				On	Off	On	On	1 coin for 2 credits	1 coin for 12 credits
				Off	On	On	On	1 coin for 2 credits	1 coin for 6 credits
				On	On	On	On	Free play	Free play

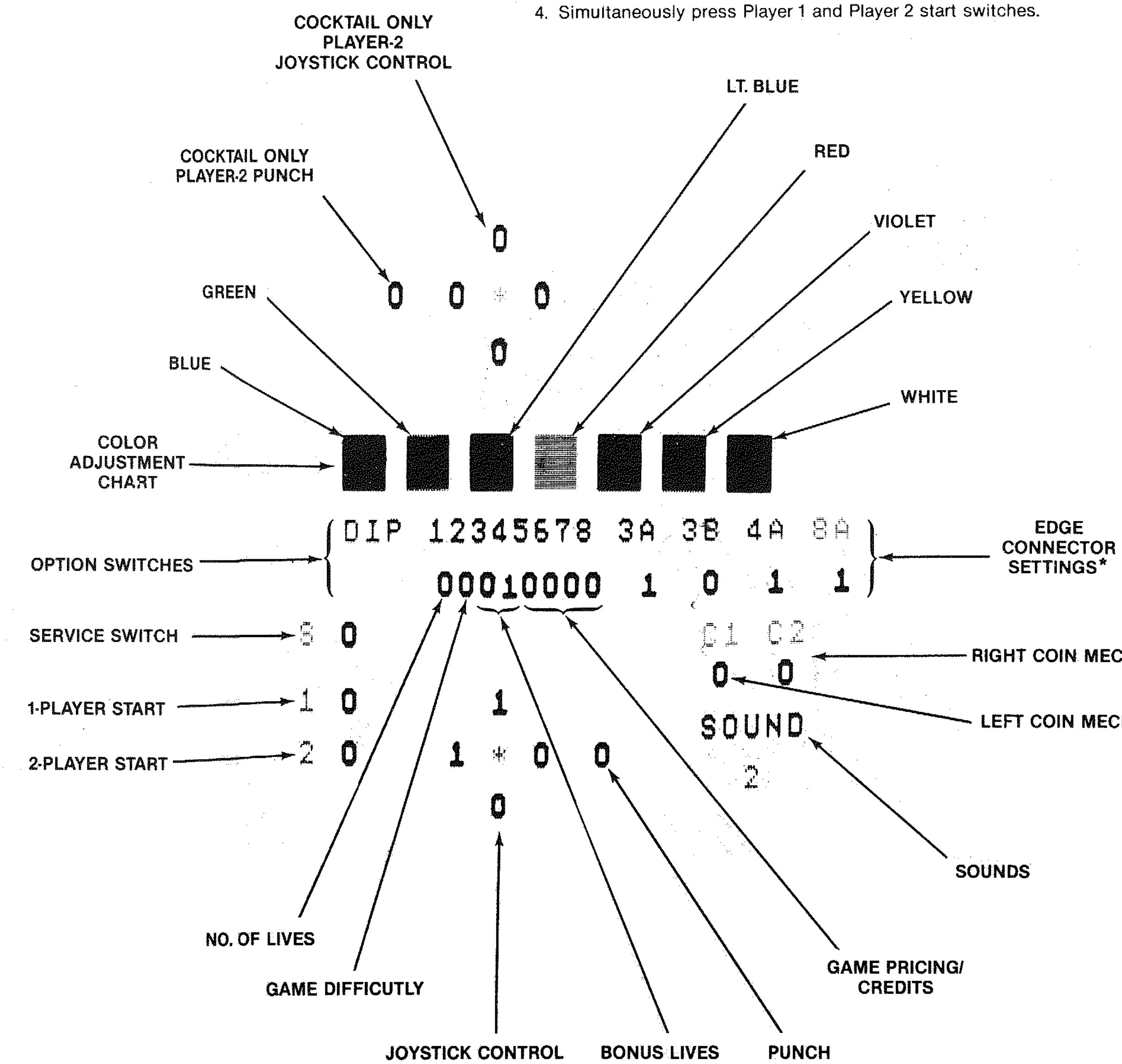
◄ Manufacturer's recommended settings

Self-Test Procedure

Instruction	Test Passes
1. Set the self-test switch to *on*	The screen shows the self-test display. The ROMs and RAMs are tested. If the screen is different from the self-test display, refer to *Chapter 2, Self-Test Procedure.*
2. Observe the seven colored squares.	Colors are blue, green, light blue, red, violet, yellow and white. If colors are not as described, refer to the raster-scan video display manual.
3. Activate all switches: control panel, coin and service.	The *0* changes to *1* as the switch is activated. If test fails, refer to *Chapter 3, The Control Panel.* Push the joystick diagonally up and to the left. For proper game operation, both the top and left switches **must** close at the same time, and the top and left *0*s should each become *1*. Push the joystick diagonally up and to the right, repeating the same procedure. Both the top and right switches should close, changing the corresponding *0*s to *1*s on the screen. If the test fails, refer to *Chapter 3, 8-Position Joystick Assembly.*
4. Simultaneously press Player 1 and Player 2 start switches.	Game sounds are produced and increment automatically from *SOUND 1* through *SOUND J*. If test fails, refer to *Chapter 2, Self-Test Procedure.*

Game sounds:

SOUND 1	Game melody
SOUND 2	Kangaroo jumping
SOUND 3	Kangaroo punching
SOUND 4	Kangaroo falling
SOUND 5	Kangaroo dying
SOUND 6	Apple falling
SOUND 7	Kangaroo punching apple or gorilla
SOUND 8	Bonus Kangaroo awarded
SOUND 9	Begin new level
SOUND A	Monkey dying
SOUND B	Kangaroo getting fruit
SOUND C	End of level
SOUND D	Bell ringing
SOUND E	Monkey column decreasing by one monkey
SOUND F	Gorilla taking Kangaroo's gloves
SOUND G	Kangaroo crouching
SOUND H	Apples falling from broken branch
SOUND I	Kangaroo climbing ladder
SOUND J	Kangaroo hopping



** These represent harness connections on the CPU PCB. 1 means the pin is shorted to ground in the harness. 0 means there is no connection in the harness.*

Screen Shows	*Pin on CPU Harness Connector*
3A	*C*
3B	*3*
4A	*D*
8A	*J*

IOTE: *8A is a zero if you enter self-test mode by pressing the service switch on the CPU PCB.*